

## **AMENDMENTS TO THE CLAIMS**

The listing of claims will replace all prior versions and listings in the application.

### **Listing of Claims**

1. (Currently Amended) A computer~~[[ - ]]~~~~implemented method~~  
readable medium containing computer executable instructions for communication within a network, said method comprising the steps of:

a first computer executable instruction for transmitting a data packet as  
a broadcast signal from a first application node of a first subnetwork to a first gateway node of the first subnetwork;

a second computer executable instruction for transmitting the data  
packet as a point-to-point signal from the first gateway node to a second gateway node of a second subnetwork;

a third computer executable instruction for transmitting the data packet  
as a broadcast signal from the second gateway node of the second subnetwork to at least one application node of the second subnetwork; and

utilizing said three transmitting steps to simulate a war game between two remote geographic sites such that the data packet is stored in memory of one of the first subnetwork and the second subnetwork; and

transmitting the data packet as a broadcast signal to a second application node of the first subnetwork.

2. (Canceled)

3. (Currently Amended) The computer ~~[[-]]implemented method~~ readable medium as set forth in claim 1 wherein said second computer executable instruction comprises transmitting the data packet as a point-to-point signal ~~is conducted~~ across an undedicated communication network.

4. (Currently Amended) The computer ~~[[-]]implemented method~~ readable medium as set forth in claim 3 wherein the undedicated communication network is the Internet.

5. (Canceled)

6. (Currently Amended) The computer ~~[[-]]implemented method~~ readable medium as set forth in claim 1 wherein the broadcast signals each comprise an Ethernet Protocol Data Unit.

7. (Currently Amended) The computer ~~[[ - ]]implemented method~~  
readable medium as set forth in claim 1 wherein the point-to-point signal includes an  
IP address.

8. (Canceled)

9. (Previously Presented) A system comprising:  
a first device for transmitting a data packet as a broadcast signal from a  
first application node of a first subnetwork to a first gateway node of the first  
subnetwork;  
a second device for transmitting the data packet as a point-to-point  
signal from the first gateway node to a second gateway node of a second  
subnetwork; and  
a third device for transmitting the data packet as a broadcast signal  
from the second gateway node of the second subnetwork to at least one application  
node of the second subnetwork,  
said first, second, and third devices simulating a war game between two  
remote geographic sites such that the data packet is stored in memory of one of the  
first subnetwork and the second subnetwork.

said third device transmitting another data packet as a broadcast signal from the at least one application node of the second subnetwork to the second gateway node of the second subnetwork, said second device transmitting the other data packet as a point-to-point signal from the second gateway node to the first gateway node of the first subnetwork, said third device transmitting the data packet as a broadcast signal from the first gateway node of the first subnetwork to the first application node of the first subnetwork.

10. (Canceled)

11. (Original) The system as set forth in claim 9 wherein said first device is a computer.

12. (Original) The system as set forth in claim 11 wherein the first gateway node converts the data packet from the broadcast signal to the point-to-point signal by adding an IP address to the broadcast signal.

13. (Previously Presented) The system as set forth in claim 9 wherein said third device is a computer.

14. (Previously Presented) The system as set forth in claim 9 wherein said second device is an undedicated intranet.

15. (Canceled)

16. (Previously Presented) An apparatus for simulating a war game, said apparatus comprising:

a first means for transmitting a data packet as a broadcast signal from a first application node of a first subnetwork to a first gateway node of the first subnetwork;

a second means for transmitting the data packet as a point-to-point signal from the first gateway node to a second gateway node of a second subnetwork; and

a third means for transmitting the data packet as a broadcast signal from the second gateway node of the second subnetwork to at least one application node of the second subnetwork,

said first, second, and third transmitting means simulating the war game between two remote geographic sites such that the data packet is stored in memory of said second transmitting means,

said third means transmitting another data packet as a broadcast signal from the at least one application node of the second subnetwork to the second gateway node of the second subnetwork, said second means transmitting the other data packet as a point-to-point signal from the second gateway node to the first gateway node of the first subnetwork, said third means transmitting the data packet as a broadcast signal from the first gateway node of the first subnetwork to the first application node of the first subnetwork.

17. (Canceled)

18. (Currently Amended)      A ~~computer program product for communicating within a network, said product~~ communications system comprising:  
a first subnetwork having a first application node, comprising at least one computer, and a first gateway node, comprising one of a communication hub and a computer; and  
a second subnetwork having a second application node, comprising at least one computer, and a second gateway node, comprising one of a communication hub and a computer.

said first application node transmitting a data packet as a broadcast signal to said first gateway node of said first subnetwork;

said first gateway node transmitting said data packet as a point-to-point signal from said first gateway node to said second gateway node of said second subnetwork,

said second gateway node transmitting said data packet as a broadcast signal from said second gateway node of said second subnetwork to said second application node of said second subnetwork, the broadcast signals being stored in memory of one of said first gateway node and said second gateway node,

said first and second subnetworks simulating a war game between two remote geographic sites,

said second application node transmitting another data packet as a broadcast signal to said second gateway node, said second gateway node transmitting said other data packet as a point-to-point signal to said first gateway node, and said first gateway node transmitting said other data packet as a broadcast signal to said first and second application nodes.

19. (Canceled)

20. (Canceled)